Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Dragon of The Silver Mine

By Elliot Smith

Scenario Background

In the land of Aguyna only one Silver Mine remained after the War of Silver between the Dwarves and Farmeks. The Farmeks had destroyed the other four Silver Mines and just kept one for themselves. Once the War was over and the Farmeks defeated by the power of The Stoneweaver, who killed the Farmek leader in the Mine of Karnagesh, the Dwarves took back the only remaining mine. Four hundred and sixty seven years after the War of Silver something stirred in the depths of the Mine of Karnagesh. Some Dwarves entered and never came out. Ester, a Dwarf of the once famous ruined city of Gutionie, entered the mine to see that down inside a Dragon with a Skull head and skeletal body was the thing taking all the Dwarves. At this discoverence scouts went down and also saw the Dragon. The Dargon had the captured Dwarves mining the Silver yet he never ate the Dwarves but rather the Silver that they mined.

King Angartet of the Orcbane Coast came and saw the Dragon for himself. The Dragon however glimpsed the King of the Dwarves. Rising from the Silver pile he was laying on he flew through The Mine not breathing fire, but lightning. The Dragon brought the front entrance to The Mine crashing down just as The King escaped. The Dragon then returned too his Silver and muttered. Once he finished his mutterings the Silver formed together and creatures of Silver armor and skin walked through the Mine guarding its halls and the back entrance to the Mine.

The King has gone too the Academy of Heroes to find Four Champions of Might to overcome the Dragon of The Silver Mine. A set of the Dwarves finest Moonsliver will be given to each Hero who comes out alive. As proof that the deed is done the King wants the Dragon's Skull. Also, if the King doesn't get at least six of his people out who are being used by the Dragon to mine the Silver the King won't hand over the Moonsilver. As well as this he wants the Front Entrance unblocked by the Famous Rock Breaker Weapon and the Silver Golems destroyed for they are the Dragons deadliest Servants of Silver.

Mission Goals

Kill the Silver Dragon!
Slay his best Silver servants, The Silver Golems!
Unblock the Front Entrance!
Free the Enslaved Dwarves!

Important: All Monsters are Silver Monsters and have +1 Health! If a Hero dies he (or she) can't come back and he can't be replaced by another hero!

You have to buy your Heroes at the Start of the Adventure!
You have a budget of 1900 coins!

Choose your Heroes from one or more of the following lists:

Journeys in The Dark

Battlemage Jaes = 500 c Landrec the Wise = 300 c Lyssa = 300 c Runewitch Astarra = 350 c
One Fist = 375 c Red Scorpiom = 325 c Mad Carthos = 350 c Ronan of the Wild = 300 c
Mordrog = 500 c Steelhorns = 450 c Sir Valadir = 400 c Spiritspeaker Mok = 325 c
Andira Runehand = 450 c Trenloe the Strong = 450 c Varikas the Dead = 500 c Silhoutte = 450 c Isopher = 325 c Bogran the Shadow = 375 c Vyrah the Falconer = 375 c
Grey Ker = 375 c

Well of Darkness

Lord Hawthorne = 500 c Runemaster Thorn = 475 c Laurel of Bloodwood = 450 c
Nanok of the Blade = 500 c Tetherys = 450 c Brother Glyr = 375 c

Altar of Despair

Tahlia = 500 c Eliam = 350 c Corbin = 425 coins Kirga = 450 c Sahla = 350 c Aurim = 400 c

After you have calculated the cost of your heroes and deducted it from 1900, add another 1000 coins to the balance to buy things from the shop. Usual rules apply, but in this case the coins can be spent for any hero. This rule applies throughout the game. Tell the Heroes this before they buy their Heroes.

You Start with 6 Conquest Tokens!
You start by the Glyph in The Back Entrance!
All coin piles are 300 coins only and are added to the current total.

Chests

Copper
1. 250 coins, 1 Copper Treasure, 1 Curse Token for the Hero that opens the Chest and 1 Conquest Token
2. 300 coins, 1 Copper Treasure, 1 Curse
3. 275 coins, 1 Copper Treasure, 1 Vitality Potion and 1 Curse

Silver
1. 525 coins, 1 Silver Treasure, 2 Curses, 2 Conquest Tokens.
2. 550 coins, 1 Silver Treasure, suffer 1 Wound on every Hero if group has over 1750 coins, if coin total lower than 1750 each Hero recovers one wound.
3. 550 coins instead of 525 otherwise same as Number 1

Gold
1. 725 coins, 2 Curses and 1 Gold Treasure
2. 650 coins, 3 Curses, 3 Conquest Tokens, 1 Gold Treasure and opener loses 4 Wounds or 1 Health Potion

? are Slaves
When Hero treads on any ? the slave runs away to outside the Mine yet he/she might be killed by the time he/she gets out. Roll a red die, if a X then the slave is dead any other result and the slave excapes alive.

Read First before saying aloud!

In the Dark Room there are Razorwings! Nothing can be seen apart from the four pits and if they are trod on or jumped over or moved through, a rock hurls up and causes two wounds and the hero has too move to an adjacent square. A rubble token replaces the pit that was passed through. The Dart Field can be seen along with the Slave? and chest and finally the Doors. The Razorwings can see the Heroes but the Heroes can't see the Razorwings. Don't place the Razorwings on the board. The Razorwings can only move to the squares adjacent to where they start as they are chained to the corners of the room. To attack the Razorwings the Heroes attack one of the four square groups in each corner. If there is a Razorwing in the chosen square, that Razorwing is placed out on the board forever until killed. When a Razorwing attacks and a Hero has a Guard actoin, the Hero can still only attack one square. The Razorwings here are Bat Razorwings and attack with an

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

additional two black dice and two surges is +1 damage. Tell the Heroes what you will from this paragraph.

In the Dwarf Mine Rockbreaker is the Icetooth token. The weapon can only be used to break rock when trying to attack with one red dice.On a miss the weapon doesn't work, anything else and it breaks the Rock and Rubble.

OL only: (do not tell the Heroes). The Rockbreaker can break Boulders and Rubble.

The Shield of the Dark Gods is actually Lightning Holder and all damage done by Bolt to the Holder of the Shield is reduced to Zero.

**The Dragon in The Silver Chamber is The Silver Dragon!
He has the same stats as a normal Master Dragon but has +2 Armor, +2 Health, Bolt instead of Breath and -2 Peirce.**

New Area

Back Entrance

As the Front Entrance that leads straight to the Dragons lair is blocked the Heroes of the Academy have to enter through back way and past through all of the Silver Creatures. Not far to the South however is another entrance to the Silver Chamber where the Dragon lies so the Journeys may not be as periless as The King thought.

Dark Room

Light shines down on a pit in the middle of this room along with a Chest a Dart Field one of the Dwarf Slaves and the doors to the next rooms. Razorwings screach as you enter yet can't be seen through the darkness.

Blade Room

Whirling Bldes peirce the air as an Ogre guards two Dwarf Slaves.

Dwarf Mine

A Manticore stands in front of the ruins of a once Dwarf Mine.

Hall of Silver

Silver Kobolds prowl this Hall along with Silver Kobolds the Silver Golems can also be heard in the next room.

Servants of Silver

The guess was write the Golems are here, The Servants of Silver!

Moonsilver Mine

A Moonsilver Mine has been set up high against the walls were down below is The Moomsilver itself.

Front Entrance

The Front Entrance is blocked and must be broken for otherwise the Dwarves can't get to the Silver easily and The King wont give up his Moonsilver.

Silver Chamber

The Dragon is here behind his minions of Silver he roars lighning spurrs up breaking the roof and the rock from above falls into the pit below.

Read if the Heroes kill the Dragon

The Dragons bones cripple as it's skeletal form slides into the pit in the middle of the room, you quickly remeber what the King said about the Head of the Dragon. Grabbing the Skull before it fell, you put it in you rucksuck and make the Journey home to the King.

Read if the Heroes fail to free enough Dwarves

Too many Dwarves have fallen the King wont yeild his Moonsilver.

Read if Heroes do free enough Dwarves

The King is satisfied by the Dwarves you have saved and is more willing to hand over the Moonsilver.

Read if the Heroes Manage to kill the Silver Golems

The Golems grumble back into the Silver that they once more and the King will be more willing to hand over the Moonsilver.

Read when the Front Entrance Block is Destroyed

The Front Entrance is blocked and The King will be more likely to hand over his Moonsilver.

Read if the Heroes run out of Conquest Tokens

The Dargon roars with triumph and The King and The Academy Heroes have lost.

Read when the King's wishes are completed

The King is pleased with your work and hands over the Moonsilver you have completed the adventure.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.